

FIG. 1

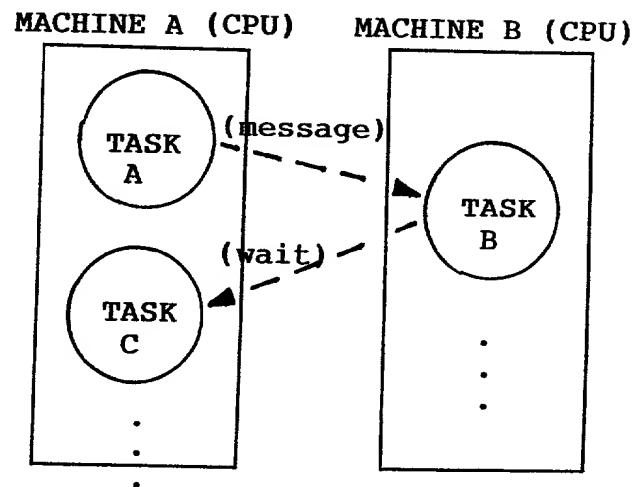
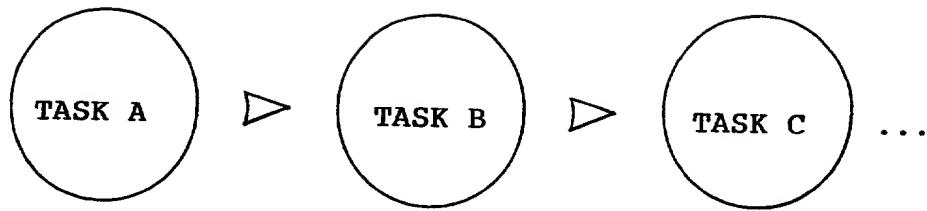
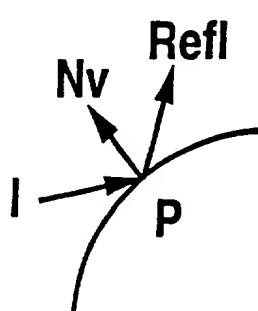


FIG. 2

## WAIT problem



- 1) Shading  $P \rightarrow P_{col}$
- 2) Shoot Refl Ray
- WAITING
- 3) Receive Reflcol
- 4)  $P_{col} + Reflcol$

FIG. 3

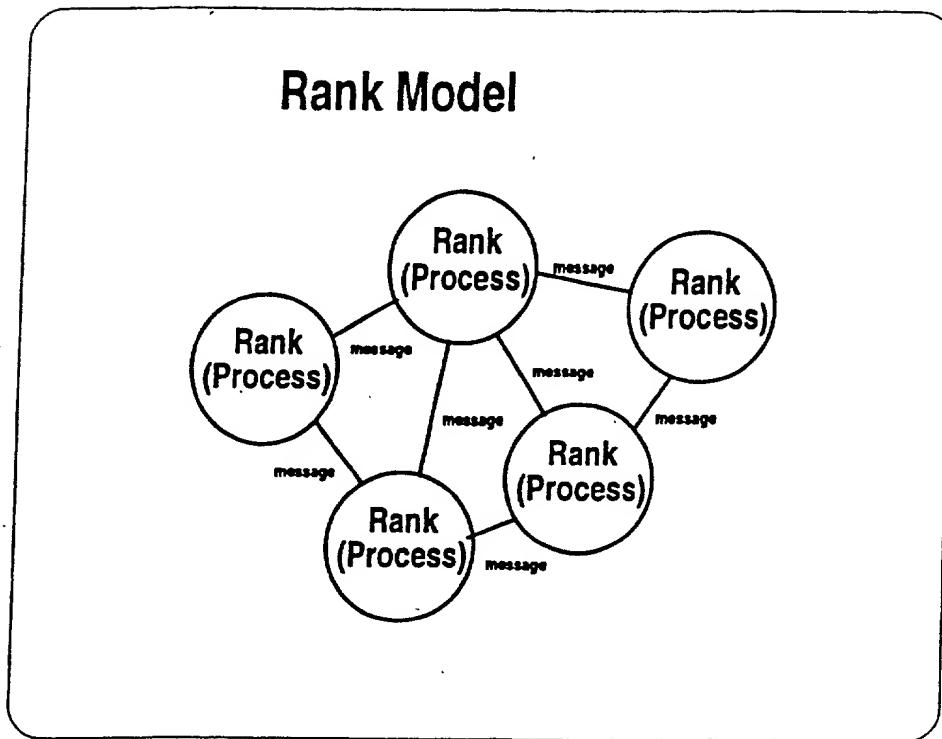


FIG. 4

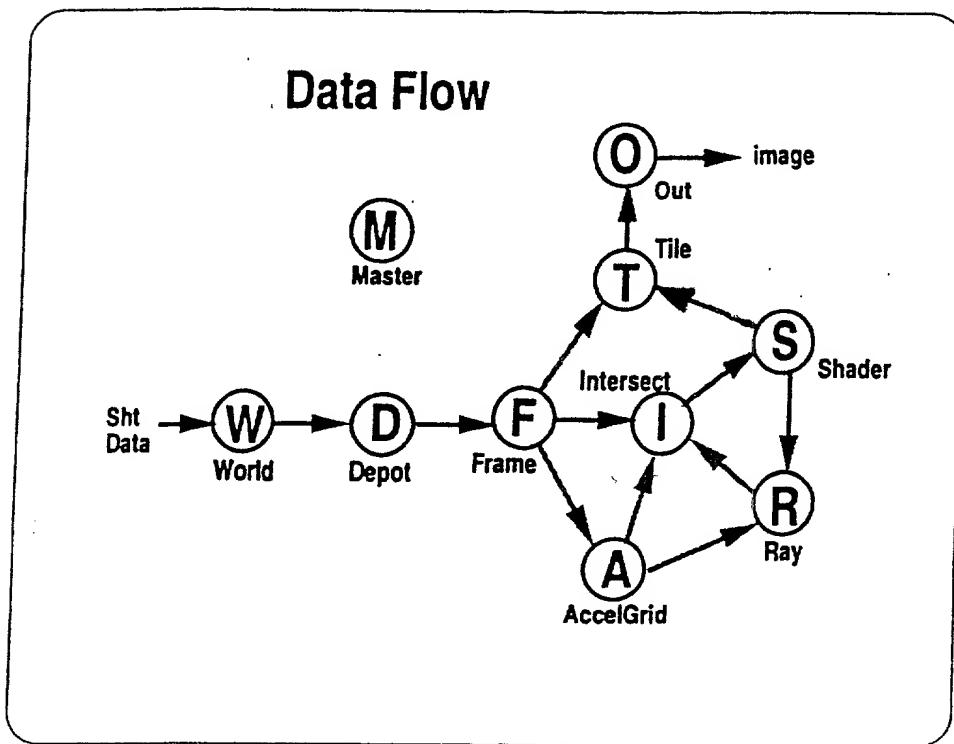


FIG. 5

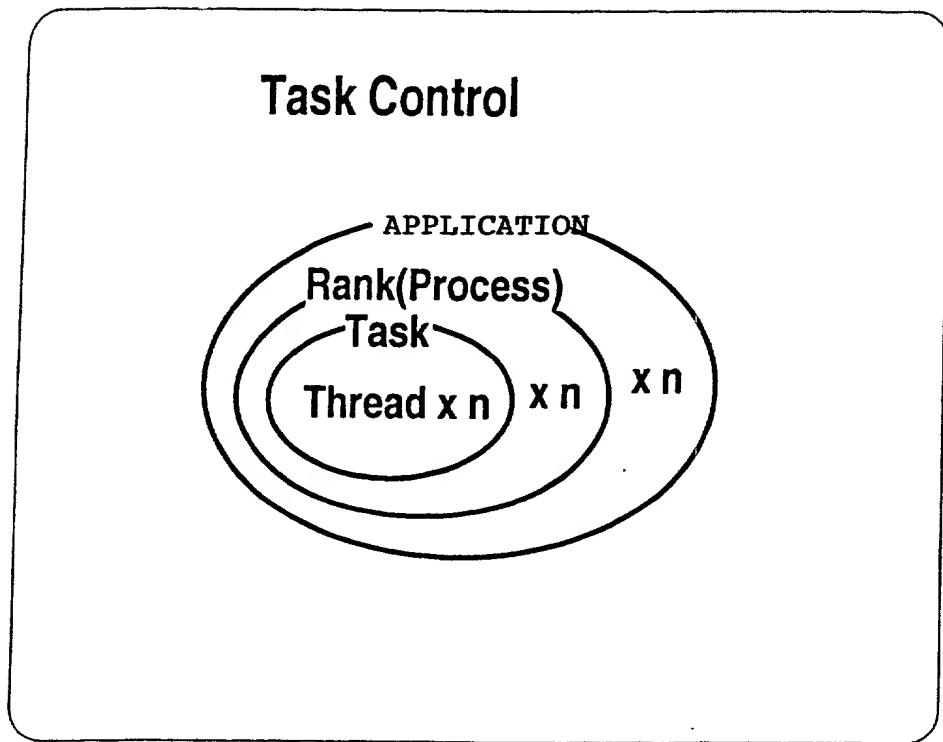


FIG. 6

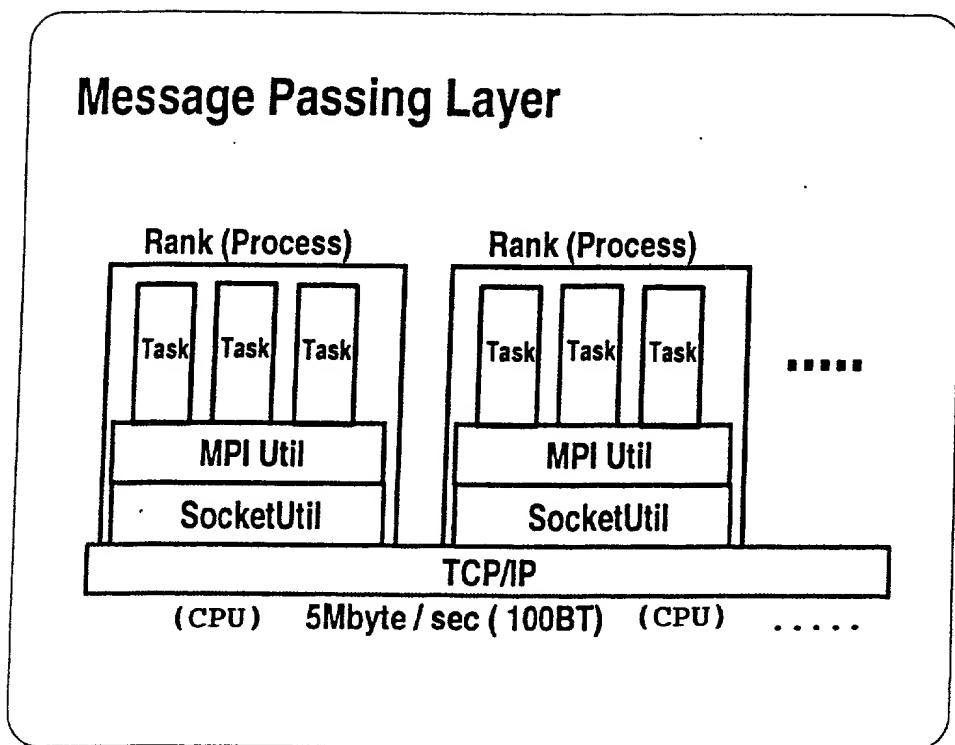


FIG. 7

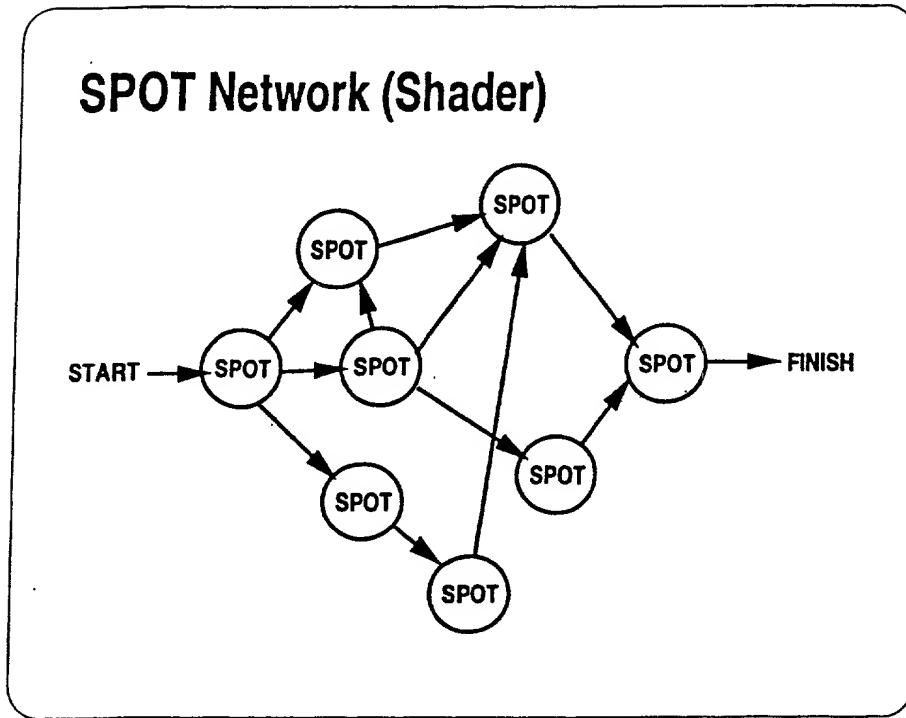


FIG. 8

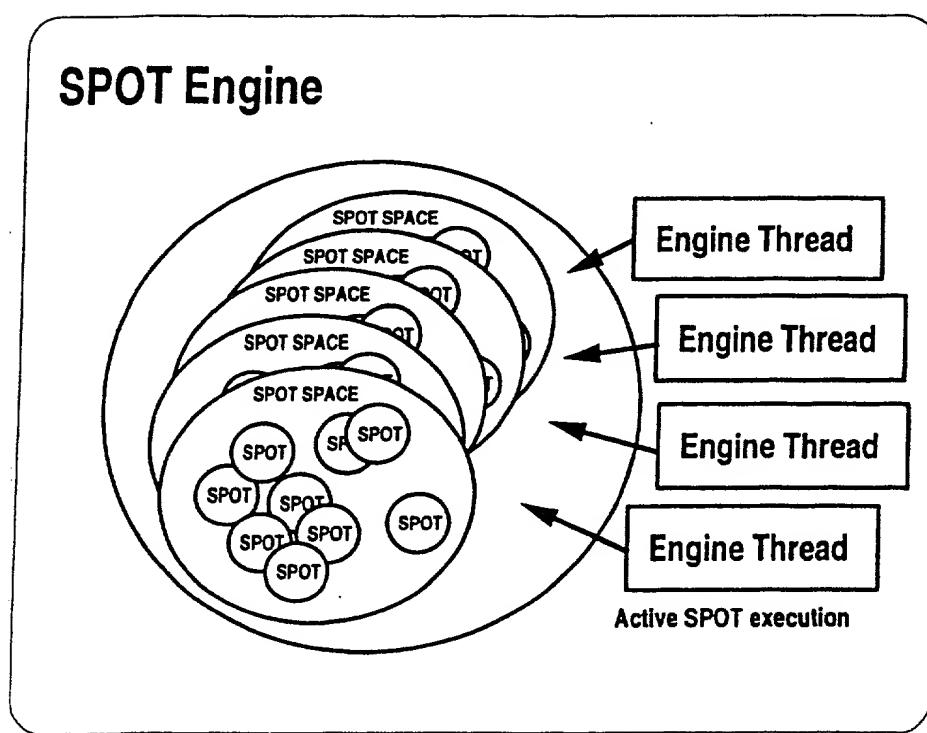


FIG. 9

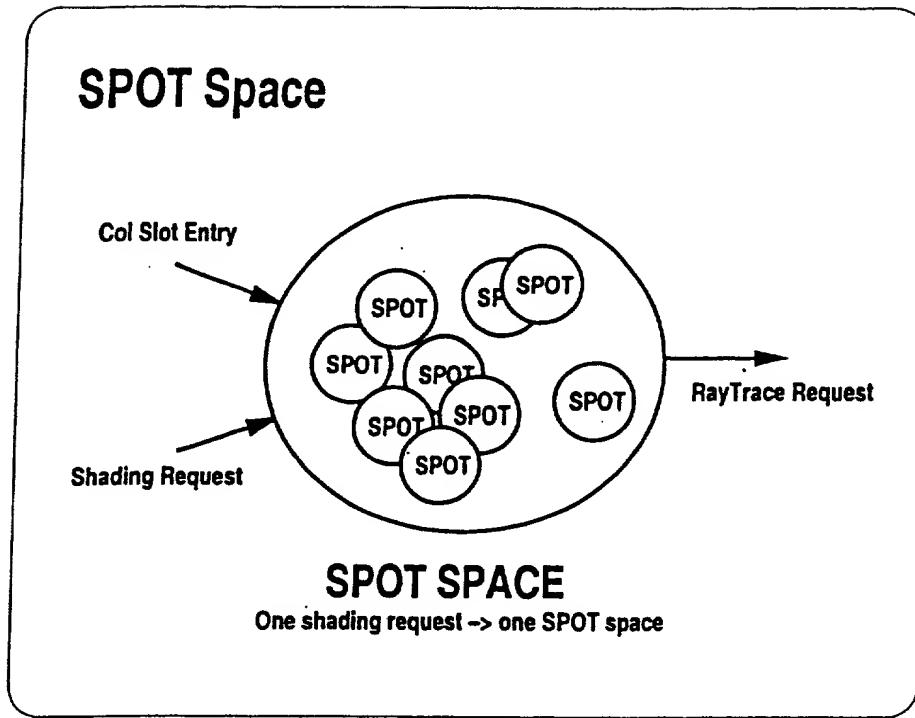


FIG. 10

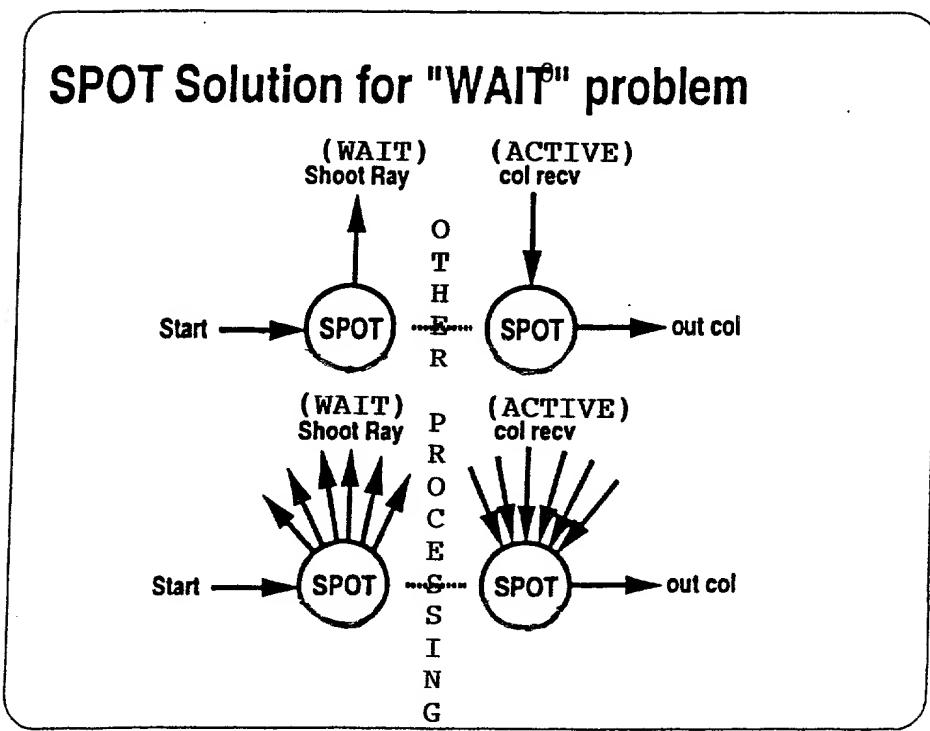
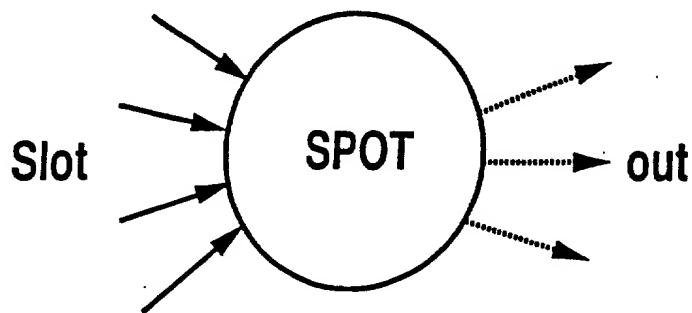


FIG. 11

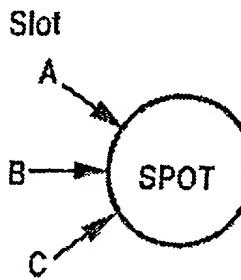
### SPOT (Shading POT) object



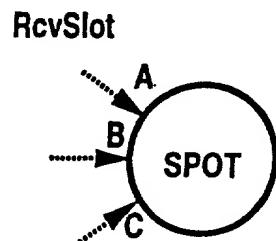
**SPOT = data + function**

FIG. 12

### SPOT Condition



**WAITING**



**ACTIVE**  
execute by SPOT Engine Thread

**(DEAD)**

FIG. 13

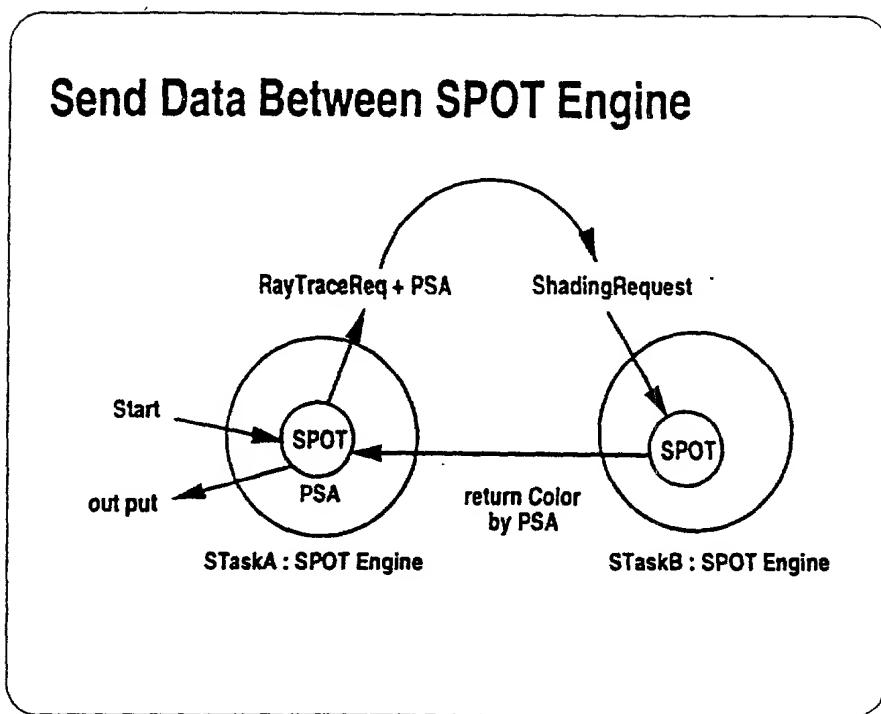


FIG. 14

